

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims:

Claims 1-13 (canceled).

1 Claim 14 (new): A method for implementing a broadcast
2 television program with interactive participation of a
3 plurality of viewers, each of said viewers interacting with
4 the program through a client application executing on a
5 corresponding one of a plurality of participant devices, all
6 of the devices being capable of connecting to a data
7 network, the method comprising the steps of:

8 downloading said client application, via the network
9 and from a server connected thereto, to each of the devices
10 in a predefined manner so as to prevent all of the devices
11 from simultaneously downloading the client application over
12 the network and proximate to a starting time of the
13 broadcast;

14 disconnecting said each device from the network after
15 the broadcast program starts but prior to any interaction
16 occurring by a corresponding one of the viewers with the
17 program and through said each device;

18 while said each device is disconnected from the network
19 and the program continues to be broadcast:

20 permitting the corresponding one viewer to
21 interact, through the client application on said each
22 device, with the program and in a manner synchronized to the
23 program; and

24 registering, through the client application,
25 interactive input provided by the corresponding one viewer
26 to said each device; and
27 after the program has ceased:
28 reconnecting said each device to the network; and
29 supplying, from said each device and through the
30 client application, the interactive input registered, in
31 said each device and from said corresponding one viewer, to
32 a predefined system on the network for subsequent
33 processing.

1 Claim 15 (new): The method recited in claim 14 further
2 comprising the steps of:
3 collecting and analyzing, through the predefined
4 system, interactive input registered in all of the devices
5 so as to yield analyzed results; and
6 delivering the analyzed results back to each one of the
7 viewers through the corresponding one device and the client
8 application thereat.

1 Claim 16 (new): The method recited in claim 14 wherein the
2 downloading step occurs prior to the start of the broadcast
3 program.

1 Claim 17 (new): The method recited in claim 14 wherein the
2 client application comprises synchronization information.

1 Claim 18 (new): The method recited in claim 17 wherein the
2 synchronization information is downloaded separately from a
3 portion of the client application and both are downloaded at
4 separate points in time.

1 Claim 19 (new): The method recited in claim 14 wherein the
2 client application for said each device comprises a
3 designation of a time slot during which said each device
4 will supply the interactive input, via the network, to the
5 predefined system.

1 Claim 20 (new): The method recited in claim 14 wherein the
2 client application is downloaded from an Internet site
3 associated with the broadcast program.

1 Claim 21 (new): The method recited in claim 14 wherein the
2 network comprises the Internet.

1 Claim 22 (new): The method recited in claim 14 wherein the
2 broadcast program is a television game show.

1 Claim 23 (new): Apparatus for implementing a broadcast
2 television program with interactive participation of a
3 plurality of viewers, each of said viewers interacting with
4 the program through a client application executing on a
5 corresponding one of a plurality of participant devices, all
6 of the devices being capable of connecting to a data
7 network, the apparatus comprising:

8 an application download system, connected to the
9 network, which:

10 downloads said client application, via the
11 network, to each of the participant devices in a predefined
12 manner so as to prevent all of the devices from
13 simultaneously downloading the client application over the
14 network and proximate to a starting time of the broadcast;

15 said each device which:

16 after the broadcast program starts, but prior to
17 any interaction occurring by a corresponding one of the
18 viewers with the program and through said each device,
19 disconnects itself from the network, and

20 while said each device is disconnected from the
21 network and the program continues to be broadcast:

22 permits the corresponding one viewer to
23 interact, through the client application on said each
24 device, with the program and in a manner synchronized to the
25 program; and

26 registers, through the client application,
27 interactive input provided by the corresponding one viewer
28 to said each device; and

29 after the program has ceased:

30 reconnects itself to the network; and

31 supplies, through the client application, the
32 interactive input registered, in said each device, to a
33 registration system; and

34 the registration system, connected to the network, for
35 registering interactive input from all of the devices and
36 for all of the viewers associated therewith and provided via
37 the client application associated with every one of the
38 devices.

1 Claim 24 (new): The system recited in claim 23 further
2 comprising a score delivery system for analyzing interactive
3 input from of the viewers and provided by all of the devices
4 so as to yield analyzed results and delivering the analyzed
5 results back to said each of the viewers through the
6 corresponding one device and the client application thereat.

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1 Claim 25 (new): The system recited in claim 23 wherein the
2 data network comprises the Internet.